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Frederick M. Weinhaus , Venkat Devarajan
ACM Computing Surveys (CSUR) December 1997
Volume 29 Issue 4
Texture mapping has become a popular tool in the computer graphics industry in the last few years because it is an easy way to achieve a high degree of realism in computer-generated imagery with very little effort. Over the last decade, texture-mapping techniques have advanced to the point where it is possible to generate real-time perspective simulations of real-world areas by texture mapping every object surface with texture from photographic images of these real-world areas. The techniqu ...

66 Managing level of detail through peripheral degradation: effects on search performance with a head-mounted display 77%
Benjamin Watson , Neff Walker , Larry F. Hodges , Aileen Worden
ACM Transactions on Computer-Human Interaction (TOCHI) December 1997
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Two user studies were performed to evaluate the effect of level-of-detail (LOD) degradation in the periphery of head-mounted displays on visual search performance. In the first study, spatial detail was degraded by reducing resolution. In the second study, detail was degraded in the color domain by using grayscale in the periphery. In each study, 10 subjects were given a complex search task that required users to indicate whether or not a target object was present among distracters. Subject ...

67 Terrain database interoperability issues in training with distributed interactive simulation 77%
Guy A. Schiavone , S. Sureshchandran , Kenneth C. Hardis
ACM Transactions on Modeling and Computer Simulation (TOMACS) July 1997
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In Distributed Interactive Simulation (DIS), each participating node is responsible for maintaining its own model of the synthetic environment. Problems may arise if significant inconsistencies are allowed to exist between these separate world views, resulting in unrealistic simulation results or negative training, and a corresponding degradation of interoperability in a DIS simulation exercise. In the DIS community, this is known as the simulator terrain database (TDB) correlation problem. ...

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76 The sort-first rendering architecture for high-performance graphics 77%
Carl Mueller

Proceedings of the 1995 symposium on Interactive 3D graphics April 1995

Interactive graphics applications have long been challenging graphics system designers by demanding machines that can provide ever increasing polygon rendering performance. Another trend in interactive graphics is the growing use of display devices with pixel counts well beyond what is usually considered “high-resolution.” If we examine the architectural space of high-performance rendering systems, we discover only one architectural class that promises to deliver high polygon pe ...

77 Wavelength dependent reflectance functions 77%

Jay S. Gondek , Gary W. Meyer , Jonathan G. Newman

Proceedings of the 21st annual conference on Computer graphics and interactive techniques July 1994

A wavelength based bidirectional reflectance function is developed for use in realistic image synthesis. A geodesic sphere is employed to represent the BRDF, and a novel data structure is used to store this description and to recall it for rendering purposes. A virtual goniospectrophotometer is implemented by using a Monte Carlo ray tracer to cast rays into a surface. An optics model that incorporates phase is used in the ray tracer to simulate interference effects. An adaptive subdivision ...

78 A virtual environment and model of the eye for surgical simulation 77%

Mark A. Sagar , David Bullivant , Gordon D. Mallinson , Peter J. Hunter

Proceedings of the 21st annual conference on Computer graphics and interactive techniques July 1994

An anatomically detailed 3-D computer graphic model of the eye and surrounding face within a virtual environment has been implemented for use in a surgical simulator. The simulator forms part of a teleoperated micro-surgical robotic system being developed for eye surgery. The model has been designed to both visually and mechanically simulate features of the human eye by coupling computer graphic realism with finite element analysis.The paper gives an overview of the system with e ...

79 Reflection vector shading hardware 77%

Douglas Voorhies , Jim Foran

Proceedings of the 21st annual conference on Computer graphics and interactive techniques July 1994

Surface reflections of an environment can be rendered in real time if hardware calculates an unnormalized reflection vector at each

pixel. Conventional perspective-correct texture hardware can then be leveraged to draw high-quality reflections of an environment or specular highlights in real time. This fully accommodates area light sources, allows a local viewer to move interactively, and is especially well suited to the inspection of surface orientation and curvature. By emphasizing the ri ...

80 Efficient techniques for interactive texture placement 77%

Peter Litwinowicz , Gavin Miller

Proceedings of the 21st annual conference on Computer graphics and interactive techniques July 1994

This paper describes efficient algorithms for the placement and distortion of textures. The textures include surface color maps and environment maps. Affine transformations of a texture, as well as localized warps, are used to align features in the texture with features of the model. Image-space caches are used to enable texture placement in real time.

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